

6_PAGES DETAILS

6.1_HOME PAGE

On resize, left and right are cut.

The page can't be resized less than 825px on windows.

On mobile the max width is 825px and the yellow background is static. Changes on mobile are sizes and positions, only the yellow moving carambar is not displayed on mobile version.

6.1.1_Phase 1-2



- A header on top
 - o The "LES DEFIS" button is in "on click" position while the user is on this page. (it has hover & on click modes)
 - o The GLC logo – the logo will be always in the centre of the header bar
 - o A "LA GALERIE" button to go on the wall page (it has hover & on click modes)



- The presentation block :
 - o A link to a presentation video which will open a 825x640px lightbox, containing a YouTube EMBED video link, autoplay=1. Rel=0, and a close button on top right. (The play button has hover mode)
 - o A big red button, with hover function will increment a « support indicator » which will count the global amount of clicks on this button, and the use of the #goodluckcarambar hashtag on social networks. This indicator will be updated live.
The user can't click more than one time. If he clicks 10 times it will increment the counter only 1 time. When the user clicks on this button, a cookie is created. When the cookie is detected the clicks of the user don't count anymore.
Clicks are displayed on a counter at the left of this red button.
 - o A button « ET TENTEZ DE GAGNER DE NOMBREUX CADEAUX ICI » which scroll down under to the support block where the t-shirt to win are.



- The challenge block :
 - o 3 « DEFI N°X » buttons to vote for one of the 3 ultimate challenges
 - Name of the challenge
 - Picture of the challenge
 - Button to vote (it has hover mode, on click mode and deactivate mode)

When the user have voted, a cookie is created, which will last during 3 days. When the cookie is detected, the voted button corresponding will be activated, and the others will appear disabled.
 - o At the right of this block, when the user has scroll down to this block, the yellow carambar will slide up as if it was hidden under the next yellow block.
- The support block (as described in 6.1.5)

6.1.2_Phase 3



- A header on top
 - o The "LES DEFIS" button is in "on click" position while the user is on this page. (it has hover & on click modes)
 - o The GLC logo – the logo will be always in the centre of the header bar
 - o A "LA GALERIE" button to go on the wall page (it has hover & on click modes)



- The presentation block :
 - o The countdown of the time remaining before phase 5, in days/hours/minutes/seconds
 - o A big red button, with hover function will increment a « support indicator » which will count the global amount of clicks on this button, and the use of the #goodluckcarambar hashtag on social networks. This indicator will be updated live.
The user can't click more than one time. If he clicks 10 times it will increment the counter only 1 time. When the user clicks on this button, a cookie is created. When the cookie is detected the clicks of the user don't count anymore.
 - o Clicks are displayed on a counter at the left of this red button.
 - o A button « ET TENTEZ DE GAGNER DE NOMBREUX CADEAUX ICI » which scroll down under to the support block where the t-shirt to win are.



- The challenge block :
 - o It is up to 6 vidéos : 2 lines of 3.
When the first is published on the page, the second is in waiting mode, with a dotted line block. When the second is published, the third is in waiting mode, etc until the last video is published.
Those videos are published manually by moderators in back-office, they will choose the

embed video, the picture and the title for this video. They must click a box in the backoffice to display the associated video on the home page.

- The challenge number (1, 2 or 3)
- A picture of the video
- A ribbon and a « play » button image. (the play button has a hover mode)
When the « play » button is clicked, it opens a 825*640px lightbox, containing a YouTube EMBED video link, autoplay=1. Rel=0, and a close button on top right At the right of this block, when the user has scroll down to this block, the yellow carambar will slide up as if it was hidden under the next yellow block.
- The name of the challenge
- At bottom right of this block, when the user has scroll down to this block, a yellow carambar will slide up as if it was hidden under the next yellow block



- The invitation block :
 - An invitation button for Barrack Obama (it has hover mode)



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hen clicking on this button, it opens a pop-in with a text input, a submit button and a close button on top right.

When clicking on submit button, it displays an error message regardless of the given answer. This error message is in a blue pop-in half-under the previous pop-in.

- The support block (as described in 6.1.5)

6.1.3_Phase 4



- A header on top
 - o The "LES DEFIS" button is in "on click" position while the user is on this page. (it has hover & on click modes)
 - o The GLC logo – the logo will be always in the centre of the header bar
 - o A "LA GALERIE" button to go on the wall page (it has hover & on click modes)

The screenshot shows a challenge page for 'DEFI N°2 FAIRE CHANTER UN GOSPEL'. At the top, there's a video player showing a smiling man with glasses. To the right of the video is a Twitter feed with three tweets from users (@bonbon) using the hashtag #GOODLUCKCARAMBAR. Below the video is a 'DECOUVREZ NOS AUTRES DÉFIS' button. In the center, there's a large red button with the text 'SOUHAITEZ NOUS GOOD LUCK'. To the left, a timer shows '03 JOUR 05 HEURE 47 MIN 59 SEC' remaining for the challenge. To the right, a counter displays 'NOMBRE DE SOUTIENS RÉCOLTÉS 504322' and the hashtag '#GOODLUCKCARAMBAR'. The bottom of the page features a row of ten red stars.

- The presentation block :
 - o A YouTube EMBED video link, autoplay=1. Rel=0, 640x360
 - o On the right of the video are displayed the last tweets with the hashtag #GOODLUCKCARAMBAR

When the user clicks on « Decouvrez les autres defis » it scrolls down to the challenge block.

 - o The countdown of the time remaining before phase 5, in days/hours/minutes/seconds
 - o A big red button, with hover function will increment a « support indicator » which will count the global amount of clicks on this button, and the use of the #goodluckcarambar hashtag on social networks. This indicator will be updated live.

The user can't click more than one time. If he clicks 10 times it will increment the counter only 1 time. When the user clicks on this button, a cookie is created. When the cookie is detected the clicks of the user don't count anymore.

Clicks are displayed on a counter at the left of this red button.

 - o A button « ET TENTEZ DE GAGNER DE NOMBREUX CADEAUX ICI » which scroll down under to the support block where the t-shirt to win are.



- The challenge block :
 - o It is up to 6 vidéos : 2 lines of 3.
When the first is published on the page, the second is in waiting mode, with a dotted line block. When the second is published, the third is in waiting mode, etc until the last video is published.
Those videos are published manually by moderators in back-office, they will choose the embed video, the picture and the title for this video. They must click a box in the backoffice to display the associated video on the home page.
 - The challenge number (1, 2 or 3)
 - A picture of the video
 - A ribbon and a « play » button image. (the play button has a hover mode)
When the « play » button is clicked, it load the associate video in the presentation block.
 - The name of the challenge
 - o At bottom right of this block, when the user has scroll down to this block, a yellow carambar will slide up as if it was hidden under the next yellow block
- The invitation block (totally similar to phase 3 as described in 6.1.2)
- The support block (as described in 6.1.5)

6.1.4_Phase 5



- A header on top
 - o The “LES DEFIS” button is in “on click” position while the user is on this page. (it has hover & on click modes)
 - o The GLC logo – the logo will be always in the centre of the header bar
 - o A “LA GALERIE” button to go on the wall page (it has hover & on click modes)



- The presentation block :
 - o A YouTube EMBED video link, autoplay=1. Rel=0, 640x360
 - o On the right of the video are displayed the last tweets with the hashtag #GOODLUCKCARAMBAR



- The challenge block :
 - o The 6 challenge videos :
 - The challenge number (1, 2 or 3)
 - A picture of the video
 - A ribbon and a « play » button image. (the play button has a hover mode)
 - When the « play » button is clicked, it load the associate video in the presentation block.
 - The name of the challenge

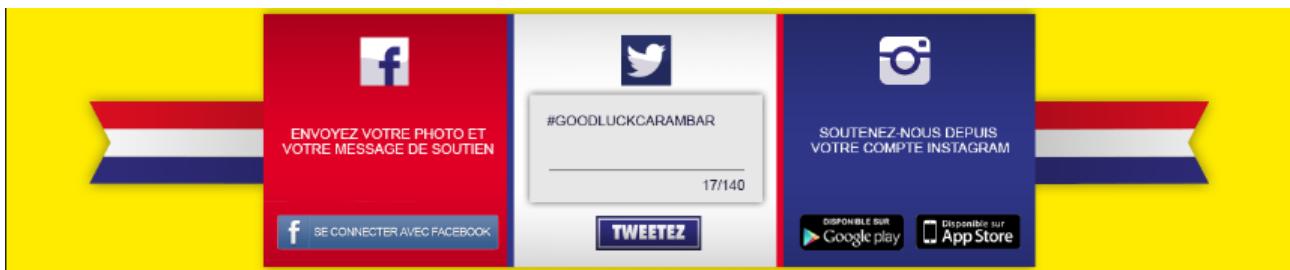


- The support block :
 - o A preview gallery of the latest support posts with the hashtag (photo, video or tweet) and a link to the wall page. (this link has a hover mode)
 - When the user clicks on this gallery it redirects him on the wall page (single content) of the clicked element.

6.1.5_Support block

The support block is always at the end of the home page, it is the same block for phase 1 to 4 (not phase 5). Images can be selected on the device of the user. (windows and mobile)

- A block for the social networks :



- o A facebook connect button to publish a support post directly from platform. The user must accept to give « Basic info permissions » and « email permissions ». (this button has a hover mode) When the user click on the facebook connect button it opens a pop-in. He can write a comment, choose an image and publish them on the wall page AND on the wall of his social network. He must check the box to accept the rules or the « send » button will be disabled. The user can send a photo only or a comment only or the two.



- o A twitter text area to publish a support post directly from platform (text only). The user write his comment in a textarea, then click on the « tweet » button. (this button has a hover mode) After clicking on the « tweet » button, it adds the hashtag « #GOODLUCKCARAMBAR » at the end of his comment and publish it on the wall page AND on twitter. The hashtag « #GOODLUCKCARAMBAR » must be present at the end of the comment. The user can send a photo only or a comment only or the two.

- A button to download Instagram from Google play and another button to download it from App Store. Links are in mode target blank.

The user can send a photo or a photo plus a comment, he can't send a comment only.



- A preview gallery of the latest support posts with the hashtag (photo, video or tweet) and a link to the wall page. (this link has a hover mode)
When the user clicks on this gallery it redirects him on the wall page (single content) of the clicked element.
- A link to the rules of this game in pdf, and another link to the privacy policy in a pop-in.

6.2_WALL PAGE

6.2.1_All content

- A header on top
 - A link to go on the challenge page
 - The GLC logo – the logo will be always in the centre of the header bar
 - The “La galerie” button is in “on click” position while the user is on this page, and it redirect back on the filter “all”.
- A vertical filter bar on the left of the screen composed of:
 - “TOUS” button – When the user clicks on this button, a results page will display all the contents.
 - “TWEETS” button – When the user clicks on this button, a results page will only display the latest tweets sorted from the newest to the oldest.
 - “IMAGES” button – When the user clicks on this button, a results page will only display the latest photos sorted from the newest to the oldest.
 - “VIDEOS” button – When the user clicks on this button, a results page will only display the latest videos sorted from the newest to the oldest.
 - “BEST OF” button – When the user clicks on this button, a results page will display all the “best of” contents sorted from the newest to the oldest.
- A contents part
All the contents of this page (photos, videos and tweets) are displayed in a mosaic of thumbnails (in square format). A pictogram in the bottom right corner of each box allows the users to see the type of content (photo, video or tweet).
The best of contents are featured with a special ribbon on them.
A mouse-over (only available on Desktop) on a box will display:
 - A pictogram photo or video depending on the type of content
 - The number of likes
 - The date when the content was posted

6.2.2_Single content

When the user clicks on a photo of the mosaic, the photo will be displayed with a higher resolution in this page. The single content page is composed by the elements below:

- In the left column will be displayed:
 - o The location, the date and the time when the photo was posted.
 - o A pictogram to indicate what is the content (image, video or tweet)
 - o A button that brings the user back to the “all content” page.
 - o A set of 2 buttons which bring the user to the previous or next content (photo, video or tweet)
- In the middle column will be displayed :
 - o The comment bloc listing on the comments from other users sorted from the oldest to the newest.
 - o An input for the name of the user, an input for his email and a text field for the comment. This text field is limited to 140 characters. When the user publish the comment, it will be waiting for moderation before being displayed.
 - o The number of likes with a “heart” pictogram
 - o Buttons to share the content on social networks.
- In the right column will be displayed:
 - o The photo posted in square format, adapted and auto cropped by the container.

6.3_404 NOT FOUND

A 404 page is displayed with the text “404 – Page introuvable” is displayed when users try to reach a nonexistent page.

7_ UPLOAD CHANNELS & PROCESSES

The user can upload content by clicking on the buttons in the support block as described in 6.1.5. These contents are published on the wall page and stocked in file system. They will be displayed on the wall page after the moderators have accept to display them. An email is send at each content submitted by users, to be moderate in backoffice. This email must have a link to the content uploaded.

A SMTP server must be installed in order to send emails to moderators and to daily winners. Winners will receive emails from concours@goodluckcarambar.fr

The cron job will crawl Twitter and Instagram every minute to get all the new comments and images with the hashtag « #GOODLUCKCARAMBAR ». Those contents will be uploaded on the wall in waiting for moderation. It will also send an email to the moderators with the LIST of all those contents. It must be a list to avoid to block the email as spam.

8_FEATURES DETAILS AND LIMITATIONS

8.1_LANGUAGES

The language available for this website is only French.

8.2_BACKOFFICE MODERATION

Community managers will moderate content before displaying any publication or comment on the wall page. They can also turn from a specific phase to another. It will affect the home page as described in 6.1.

The front page will need a video management module to load video embeds progressively. Moderators will enter the urls of embed youtube videos, a picture and a title for each challenge video (At the end there will be 6 videos).

Those videos will be displayed on the home page in phase 3 and phase 4 for the challenge block.

To display the videos, moderators will have to check a box in the backoffice, so they can enter the url/picture/title before displaying them.

8.3_TIMEZONE

The entire website will be based on the Paris Timezone (UTC+1:00).

8.4_LIKES

Each user can like contents (photo, video or tweet) by clicking on the “heart” pictogram present in the Photo/Video/Tweet single page

When the user liked the content, the heart turn into red and the attached counter is incremented.

8.5_MOUSE-OVER INFORMATIONS

For every mosaic page, the mouse-over feature on the photo/video/tweet thumbnails is available on the Desktop version (no mouse-over on tablets and smartphones). The user will see on mouse-over:

- A pictogram followed by the name of the owner of the content
- A pictogram designing the type of the content
- A pictogram “comment” followed by the number of comments of the content.
- A pictogram “like” followed by the number of Likes. (If the user has already liked a content, the heart is red).
- The date of publication of the content

8.6_FILTERS

Each time the user chooses a filter, the page will refresh with the specific contents related to this filter. At this stage, no filters combination is possible.